



IMPERIUM GAMES, INC.
9461 Charleville Blvd. #307
Beverly Hills, CA 90212



ISBN 1-57828-347-7 \$22.95 IGI-1410S



Marc Miller's
TRAVELLER 4TH EDITION

Traveller is a registered Trademark of FarFuture Enterprises. Copyright © 1996 Imperium Games, Inc. All rights reserved. Printed in the U.S.A.

T4 FIRST SURVEY™

MARC MILLER'S TRAVELLER®

**Science-Fiction
Adventure in the Far Future**

Sample file

The Future is Around The Corner

Traveller® is a registered Trademark of FarFuture Enterprises. © 1996
by Imperium Games, Inc. All rights reserved. Reproduction of this
book in part or in whole without consent from the publisher is prohibited.

Credits

Marc Miller
Design & Compilation

Tony Lee
Editing

Ashe Marler
Cartography, Typesetting, Graphic Design



MARC MILLER

Marc Miller's road to the fourth incarnation of his classic sci-fi RPG, *Traveller*, has been as colorful as the game itself. After graduating from the University of Illinois with a degree in sociology, Marc was commissioned as an Air Defense Lieutenant, and went on to serve 30 months on active duty, highlighted by a year with the American Division in Vietnam. In 1972, he began his gaming career as the Chief Designer of Simulations Research Analysis & Design Projects at his alma mater, where he supervised the design and implementation of various classroom simulations for educational purposes.

Marc and a few others formed the famed Games Designers' Workshop in 1973. A prolific designer, Marc created numerous successful games for GDW, from his first commercial publication, *Triplanetary*, to *Team Yankee*, a World War III "simulation" that won him both the Origins and RPGA awards. But it wasn't until 1977 when he masterminded the design that would propel him into the Adventure Gaming Hall-of-Fame — *Traveller*. Legions of fans have supported and contributed to the game since its debut, so much so that it spawned a long list of supplements, foreign translations (German, Spanish, Japanese), devoted Internet sites, and countless fanzines worldwide over a 20-year period, as well as expansions of the *Traveller* universe in the forms of *MegaTraveller* and *Traveller: The New Era*.

Marc left GDW to pursue an independent consultant/game designer career in 1991. He remained active with computer game designs and *Super Deck!*, the superhero trading card game, but when GDW closed down in February of 1996, the *Traveller* game system was transferred to Marc's Far Future Enterprises, which eventually led him to working with Imperium Games, Inc. on a new edition of *Traveller*.

In addition to supervising the highly-acclaimed *T4* line, Marc also serves as the Production/Marketing Consultant for Heartland Publishing Services in Bloomington, IL, and Licensing Consultant for Multi-Player Game Network in Key West, Florida. He is a member of the Science-Fiction & Fantasy Writers of America, and Game Designer's Guild, an organization representing the interest of the game design professionals. Marc's spare time interests include bicycling, roller-blading, creative writing, and computers.

© 1996 by Imperium Games, Inc. All rights reserved. This material is protected by the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written consent of Imperium Games, Inc.

Traveller® is a registered Trademark of FarFuture Enterprises. Used under license by Imperium Games, Inc.

The references to any companies or products in these pages is not a challenge to the trademarks or copyrights concerned.

TABLE OF CONTENTS

INTRODUCTION	4
THE OLD MAN AT STARTOWN	5
THE CORRIDOR SECTOR	6
Short Data	6
Map	8
THE VLAND SECTOR	9
Short Data	9
Map	12
THE LISHUN SECTOR	13
Short Data	13
Map	17
THE ANTARES SECTOR	18
Short Data	18
Map	21
THE GUSHEMEGE SECTOR	22
Short Data	22
Map	25
THE DAGUDASHAAG SECTOR	26
Short Data	26
Map	29
THE CORE SECTOR	30
Short Data	30
Map	33
THE ILELISH SECTOR	34
Short Data	34
Map	37
THE MASSILIA SECTOR	38
Short Data	38
Map	41
THE CORRIDOR SECTOR	42
Referee Data	42
THE VLAND SECTOR	46
Referee Data	46
THE LISHUN SECTOR	54
Referee Data	54
THE ANTARES SECTOR	63
Referee Data	63
THE GUSHEMEGE SECTOR	71
Referee Data	71
THE DAGUDASHAAG SECTOR	79
Referee Data	79
THE CORE SECTOR	87
Referee Data	87
THE ILELISH SECTOR	95
Referee Data	95
THE MASSILIA SECTOR	102
Referee Data	102

Sample file

Introduction

With the establishment of the Third Imperium, the strong economic forces that created it continued their work by driving an outward expansion by the Imperium into neighboring worlds. This survey book is intended to serve two distinct purposes: a reference work and as an adventuring log.

The Reference Work.

Based on a territory roughly centered on the Sylean Federation in Core Sector, this Survey provides complete Traveller UWP information for nine sectors (see the diagram Sectors to Explore, below). This detailed UWP information is based on data originally created for the *Traveller Atlas of the Imperium* (for the Mature Imperium Milieu circa 1105); it has been backdated to correspond to the Year 0 Milieu.

The Adventuring Log.

The Short Data for each sector has been edited to show what information can be reasonably expected to appear in library data in the Year 0. That is, world size, atmosphere, and hydrographics do not vary over mere thousands of years, and the information that was current during the Rule Of Man era before the Long Night can be assumed to still be valid. On the other hand, starport type, world population, government, law level, and tech level would, after 1700 years of Long Night, have changed enough that they are not in any common data source. For example, a typical listing in Short Data would be:

0112 _585__ - _03 _ Arkla Ladpii.

When used as an adventuring resource, the blanks in the entry should be filled in by the adventurers once they have determined the data for themselves. Because some information is contained in Imperial (or other) data banks, parts of the Short Data entries reflect more complete data. Similarly, the sector maps reflect this short data rather than the Referee Data. Adventurers navigating using the sector maps can find, in those maps, the equivalent of the information in the Short Data. Adventurers should create a historical chart of their ship's voyages by noting them on the sector maps.

This book provides data on nine of the 12 sectors in the region it covers. Three sectors (Zarushagar, Fornast, and Delphi) are deliberately omitted. They are reserved for referee and player expansion: players can explore these territories with confidence that adventures will not be published for worlds in these sectors.

Sectors to explore. The Imperium Circa Year 0	Corridor	Vland	Lishun	Antares
	Gushe-mege	Dagud-ashaag	Core	Fornast
	Ilelish	Zaru-shagar	Massilia	Delphi

The Old Man at Startown

This situation is one suggestion for the presentation and implementation of *First Survey* for a role-playing group:

Zuarkri

Zuarkri is a strange world. . . the major portion is pastoral, agricultural, devoted to raising staple grains. The farmers are a gentle folk, content to pass their days on their land raising families. But near the starport, the population gets rougher. Before the days of the Imperium, the misfits and the discontents made their way to Ucchen, Zuarkri's largest city, where they worked in a few large factories, or subsisted on the welfare rolls. With the coming of the Third Imperium and the increased interstellar traffic, Startown has become the place where locals prey on the easy money that Starmen bring when they call on this world. Taking a short-cut from the government office buildings through Startown and back to the starport, the crew of the Reserve Scout Dorcas finds themselves in a warren of alleys and narrow streets just as twilight settles on the city. The street lights automatically come on, but their light is not enough to chase the shadows away, nor to still the motions in the shadows. Night in any city can be dangerous, and Startown on Zuarkri has its own unsavory reputation. Up ahead some shouting carries on wind, followed by muffled shots (or maybe just car noises). By the time the crew reaches the scene of the commotion, there is no one there... or almost no one. There is an old man, bleeding, unconscious. Next to him is his starman's bundle.. his baggage. He would carry on tramp freighter voyages. Emergency services doesn't respond in this part of Startown. So the crew carries the man to their ship, where they clean and bind his wounds. When he regains consciousness, it is clear he is not completely in control of all of his faculties. "Thanks for helping me; those thugs stole my wallet and left me for dead. Not that I have long to live anyway. My starflight days are over." "You know, I've been travelling on one ship or another for nearly 400 years." "How can that be?" asks one of the crew/ "I know it's hard to believe. I started out on a world in the Gushemege sector. Signed on when the first ship in 90 years called on my world, that was Merash, and needed some replacements. Once you're in space, you can always meet other ships, until finally you find one with a crew you really like." "But 400 years?"

"Oh, I see what you mean. When I was on the Eneri Vee, we were stranded on a backwater moon in the Illeish sector for nearly ten years while the engineer and his helpers cast and machined a new main drive bearing. Some of us almost gave up and went native before they finally lifted that ship off again. I was about 35 at the time, and I seemed to stay 35 for decade after decade. It must have been something I ate. Lately though, I seem to be getting older every week. So I know my time has come." "Where was that backwater moon? I mean, if we could

find it. . ." "Boy, I've seen greater miracles than that. There's a tree sap out there that will cure, not close, mind you, but a knife cut in ten minutes. There's abandoned Second Empire naval depots still full of ships and weapons and equipment just begging to be carried off. There are huge libraries filled with the knowledge of the centuries. There's man-sized lions that talk (though not too well), and man-sized dogs that can't wait to steal your ship, and. . ." He was overcome by a wracking cough that left him out of breath. When his breathing was again untroubled, another of the crew asked, "Where. . ." "Where? It's all out there. Waiting to be taken. You guys (and gals) are lucky. In my days, there were just a few ships and very few markets. We had to work hard to make money. You, with this Empire thing, can make a fortune. In fact, " And then coughing overcame him again. Several days later, the ship's doctor talked frankly with the old man. "I don't know how you have lasted this long. Your blood pressure, your lung capacity, your enzyme levels. . . they all tell me you can't have long to live. "I know, and I have been expecting it." After a fit of coughing, he continued. "If I was fit, I would ask to sign on and work my way back home. But I know I can't pull my weight any more. But if this bunk isn't taken, I can pay my way for a while, if you're open to some barter." "That's not for me to say; the Captain is the one who makes those decisions." "Then buzz him and ask if he'll listen to me for a while."

The ship lifted with the old man in the spare bunk, but he died three days into jump. The Engineer cremated him in the drive power plant and put his ashes into a steel urn he machined in the repair shop. Later that day, the entire crew met in the galley and listened to the Captain.

"Some of us got to know the old man better than others, but we all enjoyed his fantastic stories. We'll miss him. Before he died, he asked me to carry his ashes back to his homeworld, to Merash. When we get there, we can scatter them near his birthplace. "Meanwhile, he has left us a legacy. . . his log. He has accumulated information from hundreds of worlds, basic data, details. Everyone else is taking on exploration contracts for the Imperium. We're going to do the same, but with an ace in our pockets: his log books will guide us to the best territories. "Now, everyone. . . back to work. We've got worlds to explore!"

--Let no barrier bar your frontiers--